Wallace & Gromit™ in Project Zoo

EVERYONE

CONTENT RATED BY ESRB

bam! entertainment

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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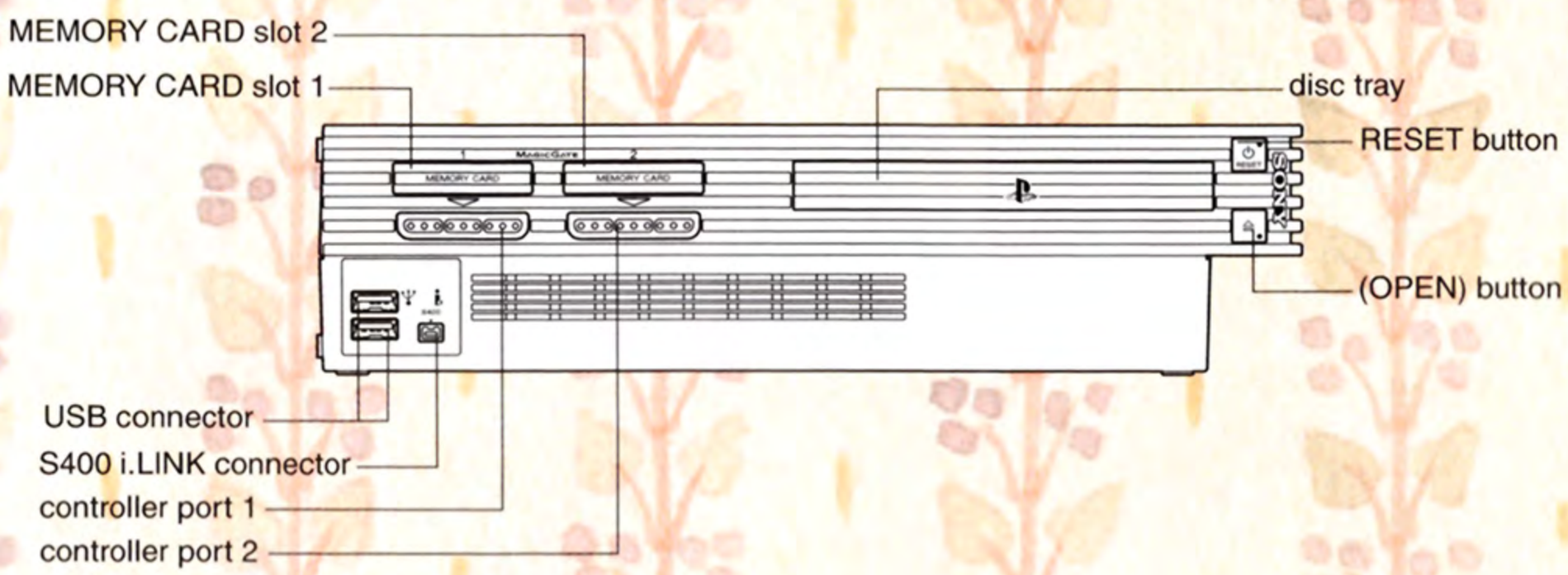
Setting Up



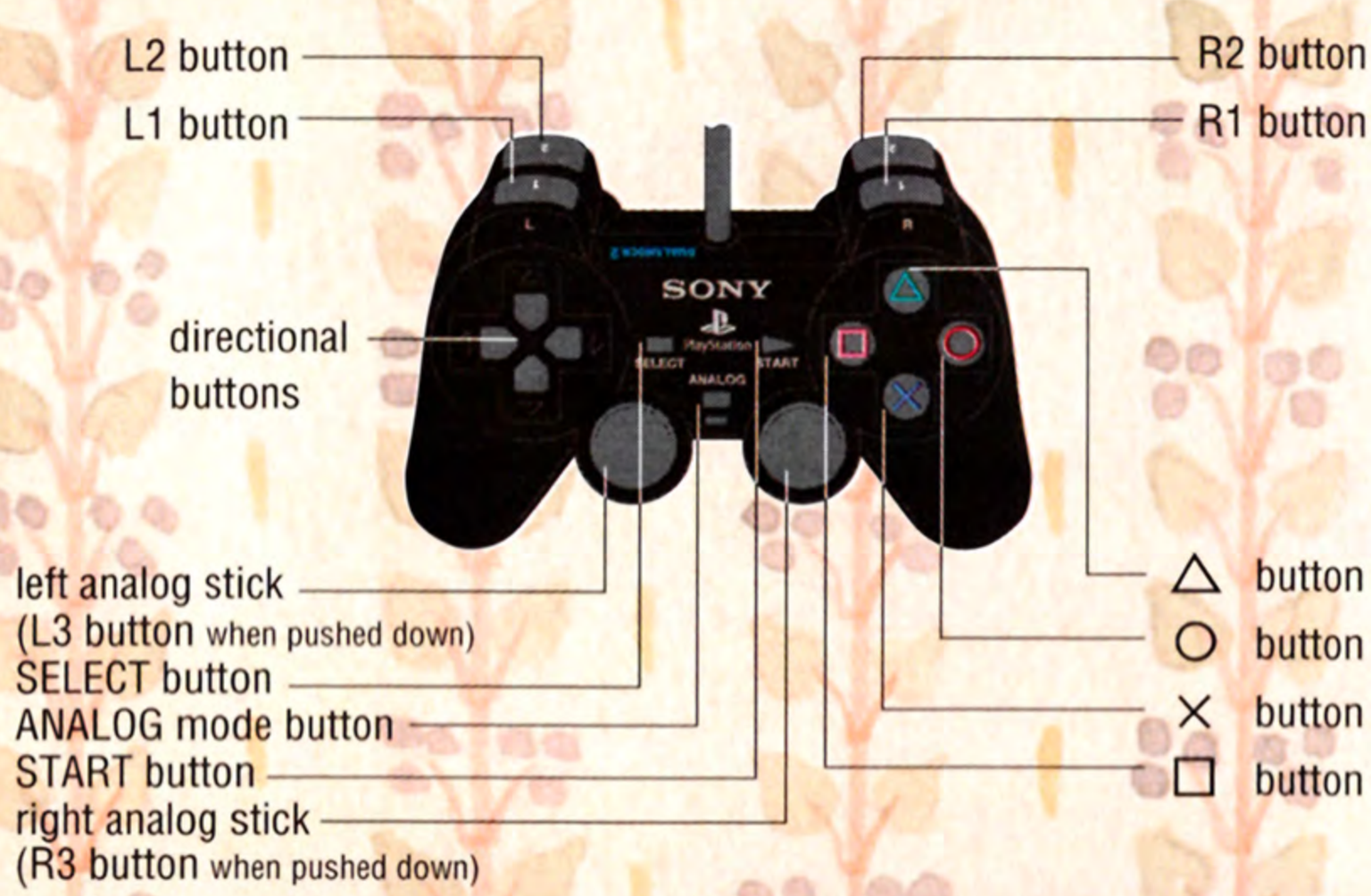
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Wallace and Gromit in Project Zoo** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card

To save game settings and characters, please insert a Memory Card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 on your PlayStation 2.

Game Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Basic Gromit Moves

For more advanced Gromit moves see the Advanced Gromit Moves section. Control his speed with the left analog stick, or pressing harder on the directional buttons.

Look Around:	right analog stick
Jump:	⊗ button
Attack:	□ button
Action:	△ button
Inventory:	○ button
Crouch:	R1 or R2 button
First-Person Camera View:	L1 or L2 button

Welcome to West Wallaby Zoo

Wallace & Gromit are sitting at breakfast in the comfort of 62 West Wallaby Street.

"Anything planned for today, Gromit?"

Wallace notices then that on the calendar, today's date is circled. October 1st.

"Archie's Birthday! Champion! That's a trip to the Zoo then. Did you remember to get him a little something or other?"

However, arriving at the Zoo they find that the gates are padlocked.

"What's all this then Gromit? The Zoo's closed? This is most irregular – it's never closed, and yet, as clear as day, the sign says as much."

Just then, peering in some confusion through the bars into the Zoo, Wallace and Gromit catch sight of a familiar shadow. It's FEATHERS McGRAW! What's he up to this time?

It's up to you to find a way into the Zoo and put a stop to whatever it is that the villainous penguin is plotting.

The Cast

Wallace

Part-time handyman, enthusiastic inventor and cheese connoisseur. No job too big, no solution too straightforward. Wallace has a kindly nature and is perhaps a little over-optimistic.

Gromit

Wallace's long-suffering but faithful companion, sidekick and occasional dogsbody. Sensitive, intelligent and resourceful. He doesn't express himself in words but his body language speaks volumes. He yearns for the quiet life...

Feathers McGraw

Notorious criminal mastermind and bird of many faces, Feathers was last seen behind bars after posing as an innocent lodger. The fiendish fish-eater set about recruiting mild-mannered Wallace as an unwitting accomplice to his dastardly plot - a diamond heist with a technically advanced, trouser-inspired difference. It was left to the faithful Gromit to turn detective and save the day.

Archie

Wallace and Gromit have adopted this very cute baby polar bear, but wicked Feathers has snatched him for his own mascot. Poor Archie is missing his mum and it's up to Wallace and Gromit to reunite them.

Feathers' Minions

While Feathers is a cunning little so-and-so, he still needs some help in stopping our two heroes. He has created a veritable army of underlings to carry out his dirty work. You'll come across all of these as you progress through the game but here are some for you to watch out for.

Monkeys

These mischievous monkeys mean business! And what's more they are just crazy about bananas (as Feathers has discovered); however, you can turn this to your advantage (see Weapons).

Toybots

Feathers has kept himself busy inventing. Harmless toys have been converted into monstrous creations. You'll need to watch out as these nasty critters are out to stop Wallace and Gromit's progress.

Clockwork Cyber Penguins

Horrid Hedgehogs

Lunatic Louses

And many more!

Your Mission

Once you enter West Wallaby Zoo you'll soon realize that something fishy is afoot. Dastardly Feathers McGraw has enslaved all of the adult animals and they're working very hard indeed – pumping water, digging pits and moving heavy objects. How has the pesky penguin managed to get them to do this? By kidnapping all their babies, of course! And what's more, he has gone and imprisoned them in wooden cages around the Zoo, and always in scary and dangerous situations. Your mission is to rescue each of the babies in turn and put a stop to whatever mischief Feathers is plotting.

Starting Up

From the Title Screen, press the START button to get to the Game Select Screen.

The options from here are as follows:

New Game

Use ⬅ and ➡ on the directional buttons to choose a slot. Press the ⊗ button to start a new game. There are up to three slots to save up to three different games.

Saved Game

If you have saved a previous game, you will be able to continue playing that game. Press ⬅ and ➡ on the directional buttons to select the game slot you want to use. You will know which game is yours by the image on the TV picture in the middle of the screen. This shows an image of your last position. Press the ⊗ button to take you to the Area Selection Screen.

Area Selection - Story Mode

Select your current level to continue playing the game in Story Mode.

Replay Mode

Alternatively, any level you have completed can be played again in Replay Mode. This allows you to fully replay an area, collecting items that you missed the first time around. On completing a level in Replay Mode, you will have the option to save, and the game will return to the Title Screen.

Copy and Delete

If you have a Saved Game slot, you can copy this to another slot or delete it. Warning: deleting a game means that you will no longer be able to continue playing this saved game.

Options

The Options menu allows you to change the following settings:

- Music Volume
- Speech Volume
- Vibration on/off
- Wide Screen
- SFX Volume
- Subtitles on/off

Playing the Game

Inventory

Press and hold down the Inventory Key, the ◉ button, to bring up the Inventory Selector in the game. Use the left analog stick to move in the direction of the item you wish to select. If you do not yet have an item, a paw symbol will be shown.

Status Screen

Press the START button to bring up the Status Screen. This gives you information on how you are progressing throughout the game. The Status Screen also automatically comes up on completing a level. Sometimes hints will appear on this screen to help you through a level.

Continue

Select Continue to return to playing the game.

Save

Select Save and follow the on-screen instructions to save your progress.

Hints

Select Hints to see the objective that Gromit needs to complete the level.

Options

Select Options and use ⬆ and ⬇ on the directional buttons to change the in-game options.

To Quit the Game

Press the START button and the directional buttons to select QUIT on the console to leave the game.

Advanced Gromit Moves

Walk, Run

Tilt the left analog stick in any direction to move Gromit.
Tilt it a little to walk, a lot to run.

Swim

Gromit automatically swims upon entering deep water. Tilt the left analog stick in any direction to control his direction. Swim toward a shallow edge to make Gromit climb out of the water.

Camera Controls

Use the right analog stick to move the camera around Gromit.

- Move it left and right to rotate the camera.
- Move it up and down to look up and down.

Tap the L1 button to center the camera behind Gromit. Hold the L1 or L2 button to get a closer look at things. In this mode, the right analog stick will change the direction in which you are looking.

Hop and Jump

Tap the ⊗ button to perform a small jump.
Hold the ⊗ button to perform a higher jump.

Crouch, Sneak and Roll

To crouch, hold the R1 button while standing still. Tilting the left analog stick will then make Gromit sneak in that direction. To perform a forward roll, press the R1 or R2 buttons while moving forward.

Attacks and Special Moves

Special moves are performed when Gromit is unarmed. If Gromit is carrying a weapon, the ■ button fires that weapon if it has enough ammo. For more information on Gromit's moves, see the section later entitled "Summary."

Inventory

Tap the ● button to get out or put away the current weapon. Press and hold the ● button to bring up the Inventory Selector porthole. Pushing the left analog stick in the direction of an item selects that item.

Actions

This is always the ▲ button, but it has several different functions:

- If there is nothing nearby for Gromit to do, pressing the ▲ button causes Gromit to whistle for Wallace. If Wallace can help you, he will come running or give some advice.

- If Gromit is standing right next to an Information Point, pushing the ▲ button activates that point, giving you useful information.

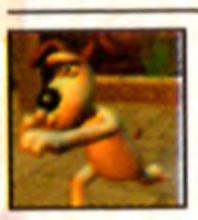
- Many buttons, switches and levers may be found throughout the Zoo. Always tempting, often useful, these items have all sorts of effects. Stand close to them and press the ▲ button - but be careful, you never know what might happen!

- Pushing the ▲ button near a baby animal's cage unlocks the cage, releasing the imprisoned baby animal.

Summary

Basic Punch: ■ button (while moving)

Jump kick: ■ button (stationary)



Punch, kick, shove combo: ■, ■, ■ button (while moving)

Kick, kick, shove combo: ■, ■, ■ button (while stationary)

Break out of attack: Jump (during combo)

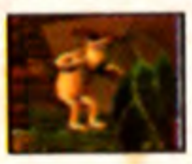
Jump-Smash attack: Jump, ■ button

Roll-into-spin jump: Roll, Jump

Lunge: Roll, ■ button

Wall somersault: Roll (running toward a wall)

Moving jump-flip-somersault jump: Direction, reverse + ✕ button (while moving)



Standing jump-flip-somersault jump: R1 or R2 buttons + ✕ button (while standing still)

Breakdance: Full circle + ■ button

Climb or descend rope: ■ button (on a rope) + up/down

Swing on the rope: left analog stick – Move back and forth (while on a rope)

Crouch: R1 or R2 buttons (while stationary)

Roll: R1 or R2 buttons (while moving)

Sneak: R1 or R2 buttons (while standing still, THEN move)

Swim: left analog stick (in deep water)

Wallace's Moves

Making Things

First and foremost, Wallace is an inventor, and there's nothing he likes to do more than come up with wacky new contraptions. But a man cannot make things without the correct materials, no. You must help Wallace by collecting nuts, bolts and tools so he can modify objects he finds around the Zoo to create contraptions that will help in your quest.

Nuts 'n' bolts

In many situations you will not be able to progress until Wallace has fixed or invented something, so when in doubt just whistle for him using the △ button.

Curiosity

Being the curious type, Wallace will check out all sorts of interesting things around the Zoo. If you're stuck for a plan, check to see what Wallace is having a look at. You never know when he'll come in handy! Remember, if you can't see Wallace, press the △ button to whistle for him.

Fixing Things

Of course, as well as making new things, there's plenty to fix around the Zoo as well. Buttons, levers, old machinery - all can be fixed by Wallace. Again, nuts, bolts and even tools will be required to get the job done.

Another Pair of Hands

Teamwork will always save the day. When two pairs of hands are better than one, work together with Wallace to get the job done.

Decoy

There will be times you need to protect Wallace from the attack of Feathers' robotic minions. Use everything in your inventory to keep them off him while he completes his task, or it'll be back to square one.

The Zoo

There are 6 huge levels for you to play through, each with its own unique environment. You'll need to rescue several babies in each level before you can move to the next. In addition, if you explore every nook and cranny of each level you'll find additional exciting adventures.

The Jungle House

The first area Wallace and Gromit encounter is the Jungle House. This was once a fine arboretum where Zoo visitors could stroll around or rest while their children played amongst the bushes. Feathers converted this tropical house to his own nefarious purposes. Imprisoned baby elephants are a reminder to their parents of what will happen if they stop working for Feathers.

Babies to rescue: **Elephants**

The Mines

A working mine under a zoo? That's not right! It just goes to show how far Feathers has gone to reach his evil goal. Just what is he up to? Be careful of the mine carts; they can be useful to ride in, but will hurt if they run over you. On top of that, you've got many more Toybots to destroy or run away from!
Babies to rescue: **Beavers**

The Volcano

Far, far down in the depths of the Earth, Feathers has discovered a lava world to heat up his contraption. You're one step closer to foiling his plan, but this lava is REALLY hot.
Babies to rescue: **Gorillas**

The Warehouse

You're going to need all your stealth and cunning to get through this level. There are even more enemies sniffing you out and on top of that, there are Zookeepers to contend with. Sneak past them to make sure that they don't see you.
Babies to rescue: **Panda Bears**

The Ice House

Not a level for the faint-hearted, this is the polar bear enclosure and it is freezing! Slip and slide your way through the level, but make sure to avoid the Toybots - they won't take any prisoners.
Babies to rescue: **Polar Bears**

Diamond-o-matic

The ultimate level, an enclosure so scary, the less said the better. We don't want to put you off.
Babies to rescue:**...it's up to you to find out.**

The "Weapons"

Banana Gun

Once an old telescope, Wallace has ingeniously converted it to fire bananas. Although it doesn't pack much punch it's powerful enough to temporarily stun some enemies or hit those hard-to-reach targets. More bananas may be found inside old animal feed crates.

Around the Zoo, there are also Cheeky Chimp vending machines, which dispense bananas for the hungry workforce.

Porridge Gun

Wallace's patent-pending porridge distribution system with multiple barrels (to avoid clogging). This item is ideal for gumming up the works.

More packets of porridge are available from the Quake Porridge crates.

The goopy porridge mixture is ideal for gumming up machinery with moving parts.

Turnip Launcher

Launches turnips at high velocity. And you don't want to get in the way of one of those things, as they can really hurt. As usual, more turnips are available from the animal feed crates.

Torches

These do just the job when you find yourself left in the dark. You'll need to light the torch with something before you can use it!

Fire Extinguisher

Pretty handy item for extinguishing those out-of-control blazes!

Contraptions

The Springy Boots

These nifty boots enable Gromit to jump much higher than usual. And as they make Gromit heavier than normal, smaller enemies had better keep out of the way. If he lands on them they're done for. Remember, the flip-jump action cannot be performed while wearing the Springy Boots.

The Gyrocopter

One of Wallace's most impressive inventions to date, the Gyrocopter is a superb piece of machinery. However, care is needed as a glancing blow will leave Wallace hanging onto the edge for dear life. Look out! Another hit before he can clamber back in will result in a total loss of control!

- Use the left analog stick to maneuver the Gyrocopter.
- Press the ■ button to fire the heavy-duty mounted Porridge Gun.
- Press the ✕ button to fire the turbo boosters.
- The Gyrocopter's turbo boosters can be recharged by collecting turbo Cannisters.

The Pedallo

Take care in your Pedallo, as being a particularly rickety vehicle, it will sink on impact with an object and leave you doing the doggie paddle.

- Use the left analog stick to maneuver the Pedallo. Just point it in the direction you wish to go and Wallace will turn the craft in this direction.
- Hold it in the direction you are facing to fire the thrusters and move in that direction.
- Press the ■ button to fire a torpedo.

Hints & Tips

Information Points

Zoo Information Points give you useful information about the Zoo and the game. Press the △ button when near them to hear what they have to say. You can press them as many times as you want.

Hint Points - The Golden Paw

Hint Points, indicated by a Golden Paw, is used to show that there is something to do in the area. Examples include smashing your way through doors and collecting tools that allow you to progress through the game.

Listen Up

Important collectibles in the game emit a "ringing" sound, so look around and use the camera to try to locate exactly where they are if you cannot immediately spot them.

Wallace

Wallace has his own ideas about what to do around the Zoo. While not always the best solution, he can often provide pointers to an appropriate course of action.

Credits

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